

Anass ABOUZAKARIA

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🌐 Languages: French, English (Bilingual)

Portfolio : <https://anassabouzakaria.netlify.app/>

TRAINING

Masters in Software Engineering Higher Technology School (ÉTS), Montreal	2023
Engineering degree in IT and networks Moroccan School of Engineering Sciences (EMSI), Morocco	2021
Bachelor's degree in computer science, networks and multimedia. Faculty of Science and Technology (FST), Morocco	2019

SPECIAL KNOWLEDGE

Operating systems: Windows, Linux, Android, IOS.

Programming languages : C, C++, C#, Kotlin, Java, JEE, JavaScript, TypeScript, Python, CSS, Dart.

Modeling languages: JSON, UML, XAML, XML.

Software and others: MS Office, Android Studio, Eclipse, IntelliJ, Photoshop, Jupyter, LaTeX, Unity, Github, Microsoft Azure.

Frameworks and libraries: Spring, React, React-Native, Angular, ASP.NET MVC, ASP.NET WebForms, Hibernate, jQuery, Junit, Xamarin.

Agile methods: Scrum

Technical skills : Software requirements and specifications, software design, development and maintenance, quality assurance, software architecture, software testing.

PROFESSIONAL EXPERIENCES

Mobile application developer IPTOKI, Montreal (Internship)	Winter2023
<ul style="list-style-type: none">• Design Web and Mobile interfaces using ReactJs and ReactNative• Contribute to the development of the MVP version of IPTOKI's main mobile application.• Carry out tests and documentation of the developed mobile application.• Propose new ideas for operations related to the operation of the application for a more user-friendly 'ux friendly' experience.	

Computer science teacher**September 2021 to September 2022**

Teccart Institute, Montreal

(Part-time)

- Teach web development technologies: Javascript, HTML, CSS, SASS, Bootstrap, ASP .NET
- Teaching mobile development technologies: Xamarin, Flutter, Kotlin, React Native
- Create course and work materials for each course, meeting the different constraints.

Full Stack Developer**FEBRUARY 2021 to August 2021**

Fabrilec, Morocco

(Internship)

- Contribute to the design and development of a cash management web application, mainly using technologies: Java, Spring, Thymeleaf, Angular, HTML, Bootstrap, CSS, SQL.
- Carry out daily tasks for developing new features.
- Propose new ideas to improve the user experience while optimizing the back-end code.

Full Stack Developer**May 2019 to July 2019**

Upsys, Morocco

(Internship)

- Design and develop a mini electronic document archiving application according to the company's needs (internal project) using the Java language (Enterprise Edition) and the Spring framework.
- Design and develop the application's user interfaces using: HTML, CSS, SASS and Bootstrap.

STUDY PROJECTS

Design and development of a cinema movies management application**2021**

- Design and develop a web application allowing the management and consultation of cinema entities: rooms, tickets, etc.
- Write a report that summarizes the work, containing the description of the conceptual and technical details of this application.
- Define the different functional and non-functional requirements

Design and development of a Mobile application: CovidTracker**2020**

- Use an API that generates data updated every day regarding cases of Covid-19 virus infections.
- Design and develop simple and aesthetic graphical interfaces, to present the different statistics in an innovative way.

Design and development of a Big Data filtering application**2019**

- Develop a Big Data office application allowing the filtering of specific data from large text files, for the purpose of tracking phone call behavior likely to be linked to abnormal activities.
- Leverage Swing for GUI development, as well as Hadoop for data management.

PERSONAL PROJECTS

Development of a 2D mobile game: StickNinja Run 2018

- Design and develop the game using Unity and C# as programming language.
- Create simple game drawings dedicated to the game characters and the animation.
- Publish the non-release version in the Play Store. [Link to the game](#)

CERTIFICATIONS

- 'Develop a React Native mobile application' - OpenClassroom
- 'Python for DataScience' - IBM
- 'Hadoop Foundation' - IBM
- 'Big Data Fundamentals' - IBM

INTERESTS AND HOBBIES

- Video games
- Fitness
- Soccer
- Board games